

**Figure 1**

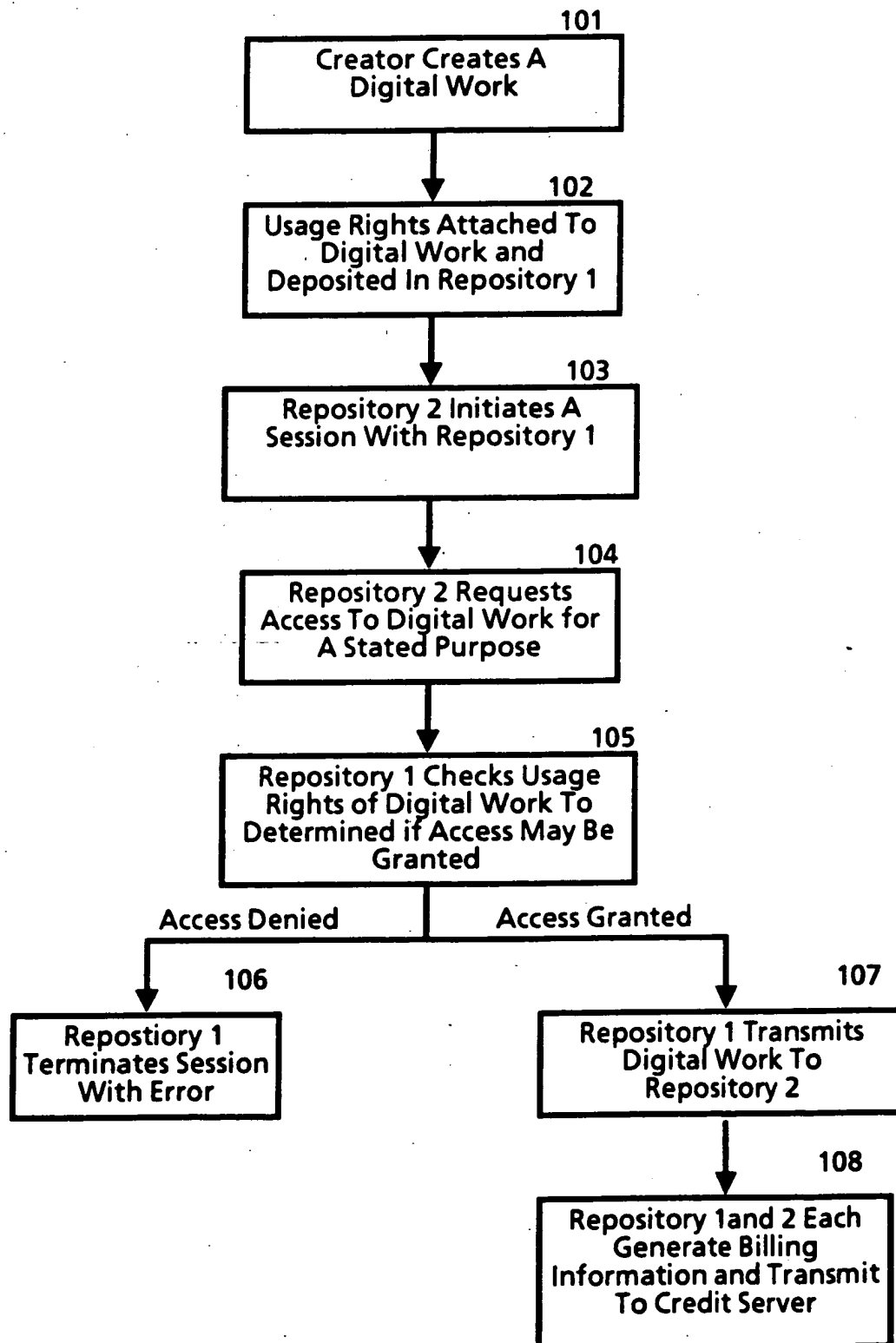


Figure 2

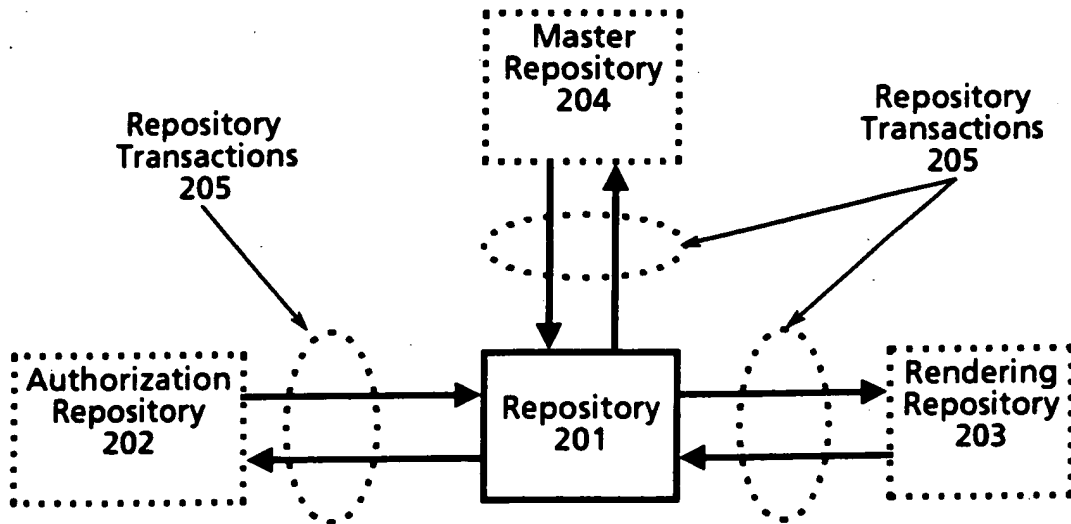
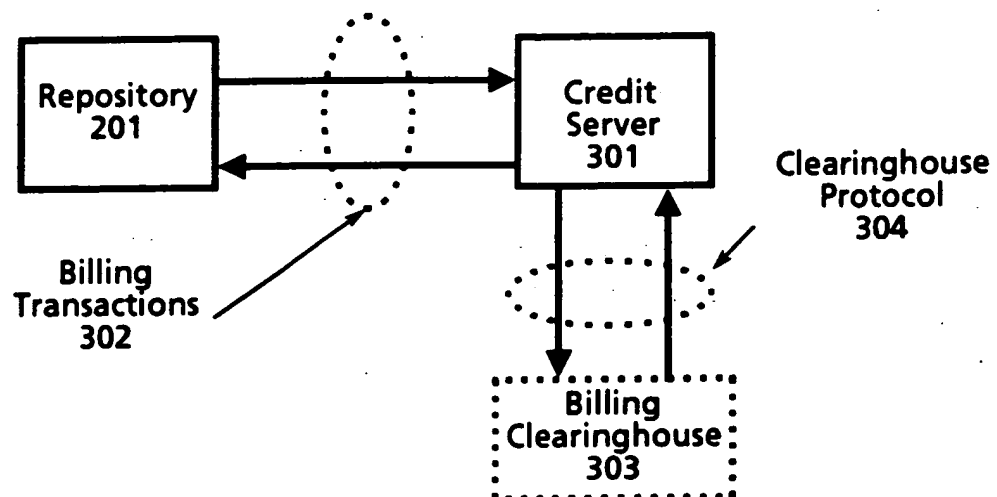
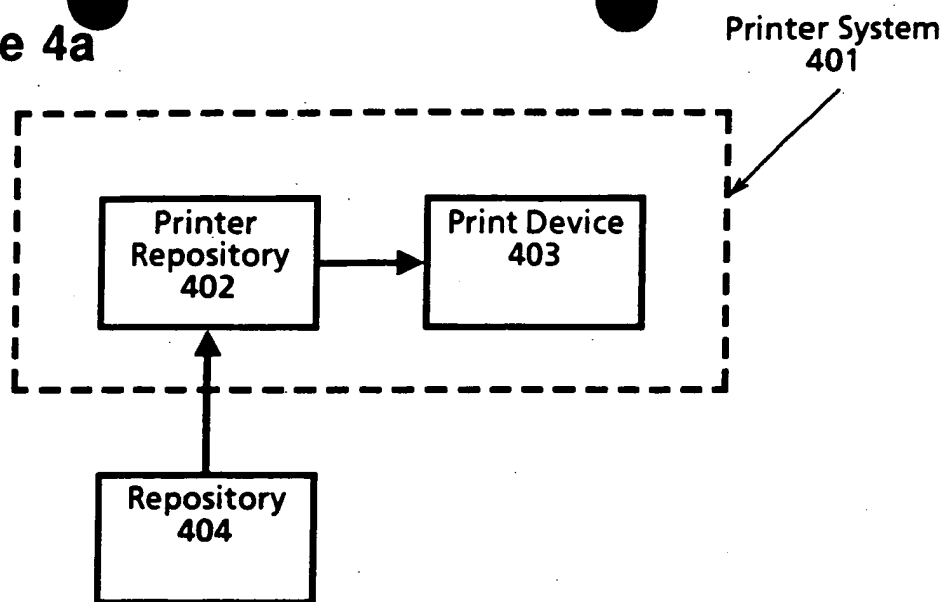


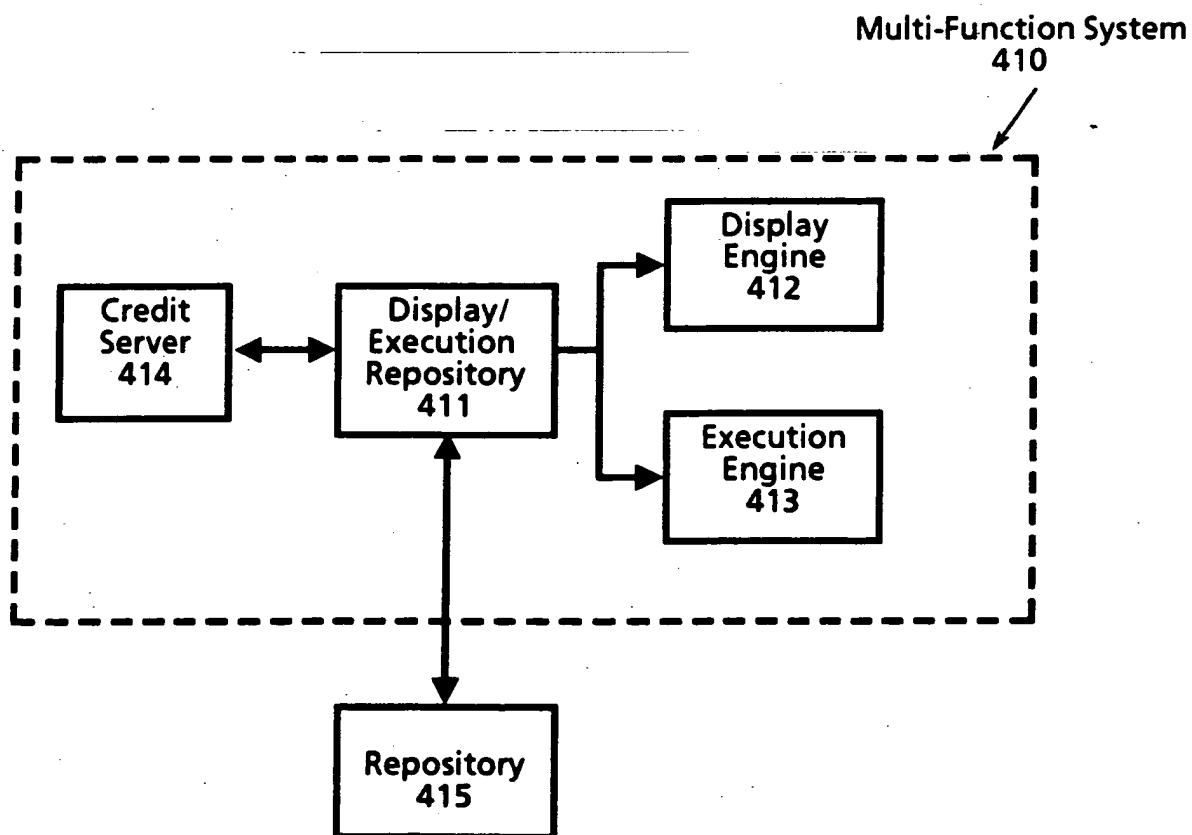
Figure 3



**Figure 4a**



**Figure 4b**



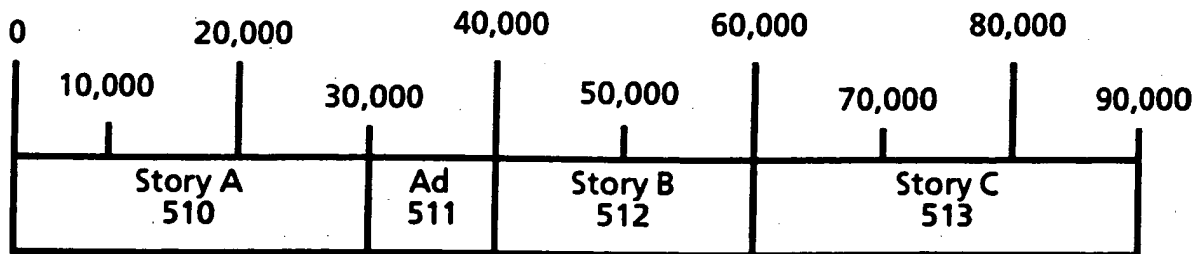


Figure 5

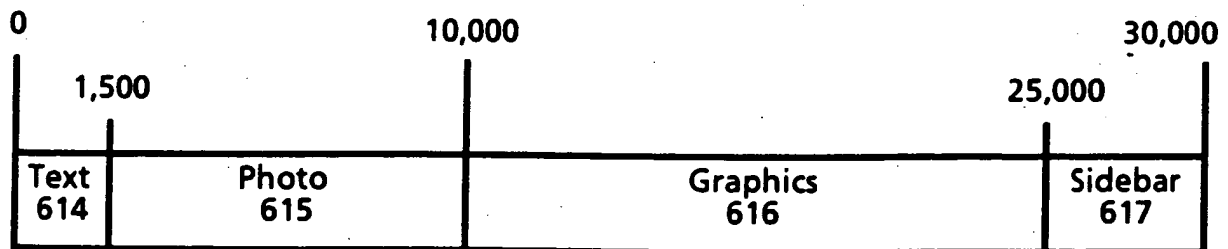


Figure 6

Figure 7

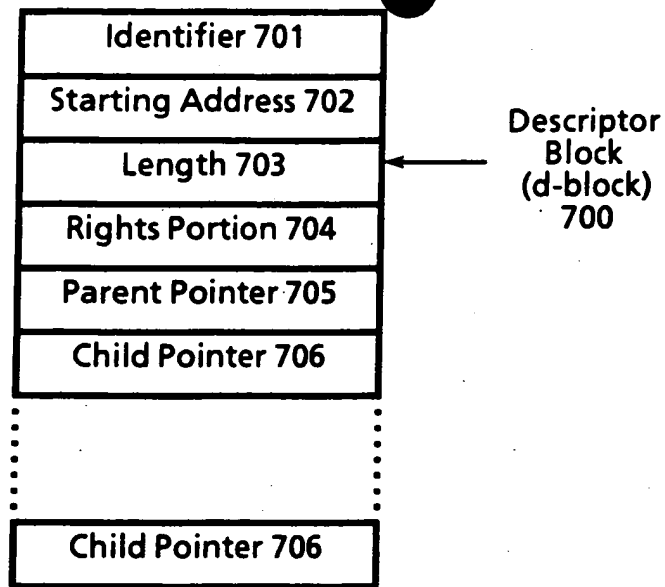


Figure 8

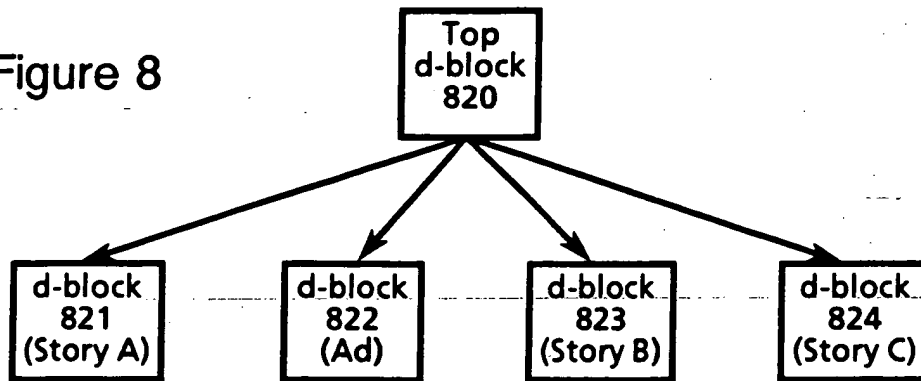
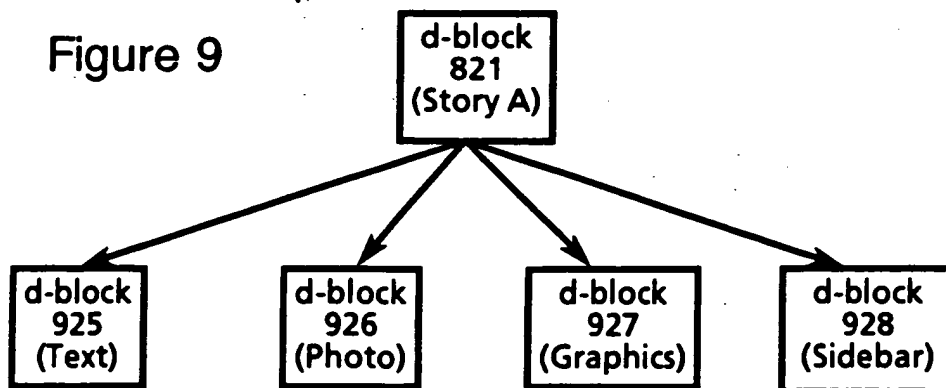


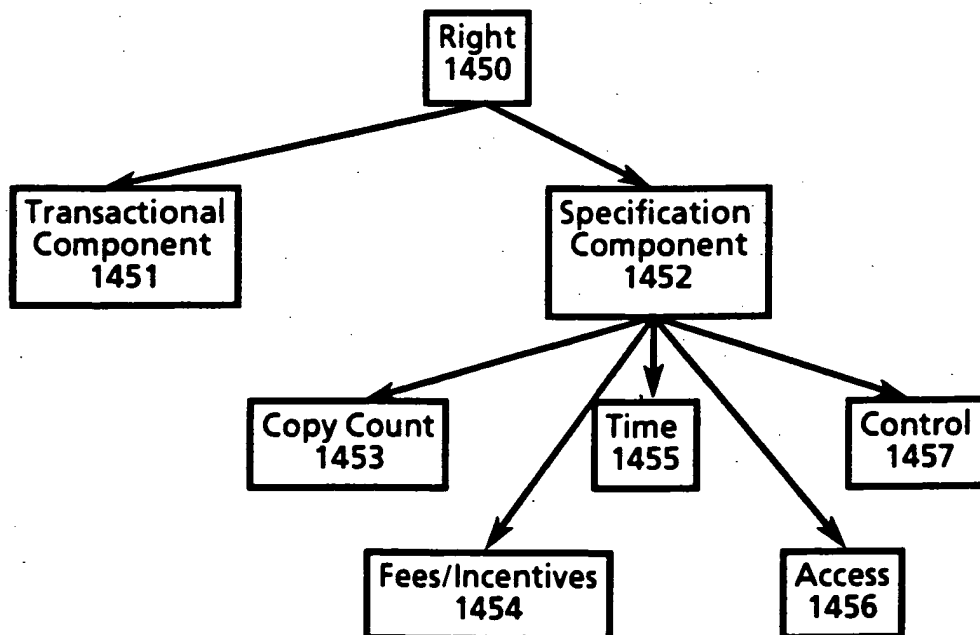
Figure 9



**Figure 10**



**Figure 14**



**Figure 11**

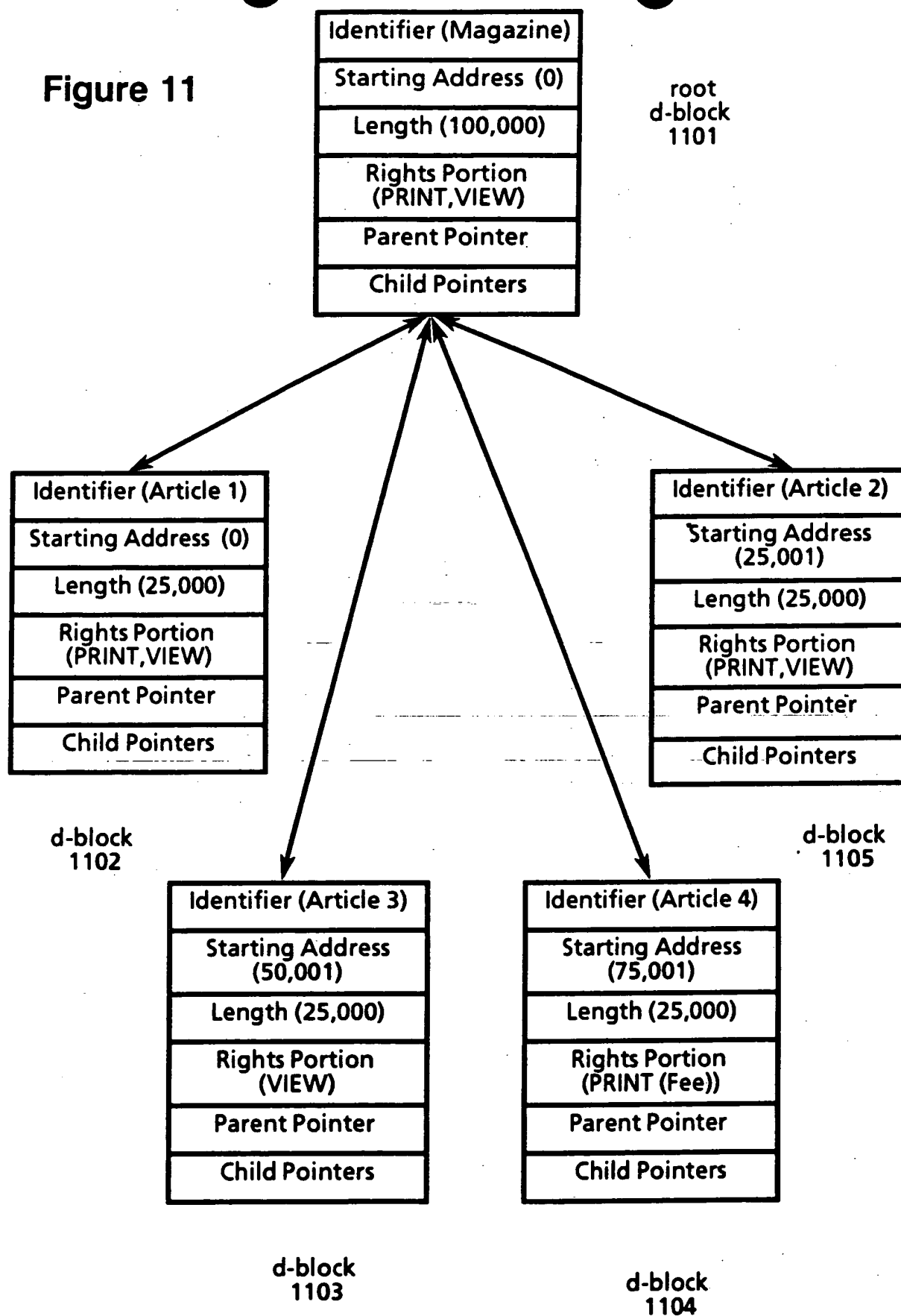


Figure 12

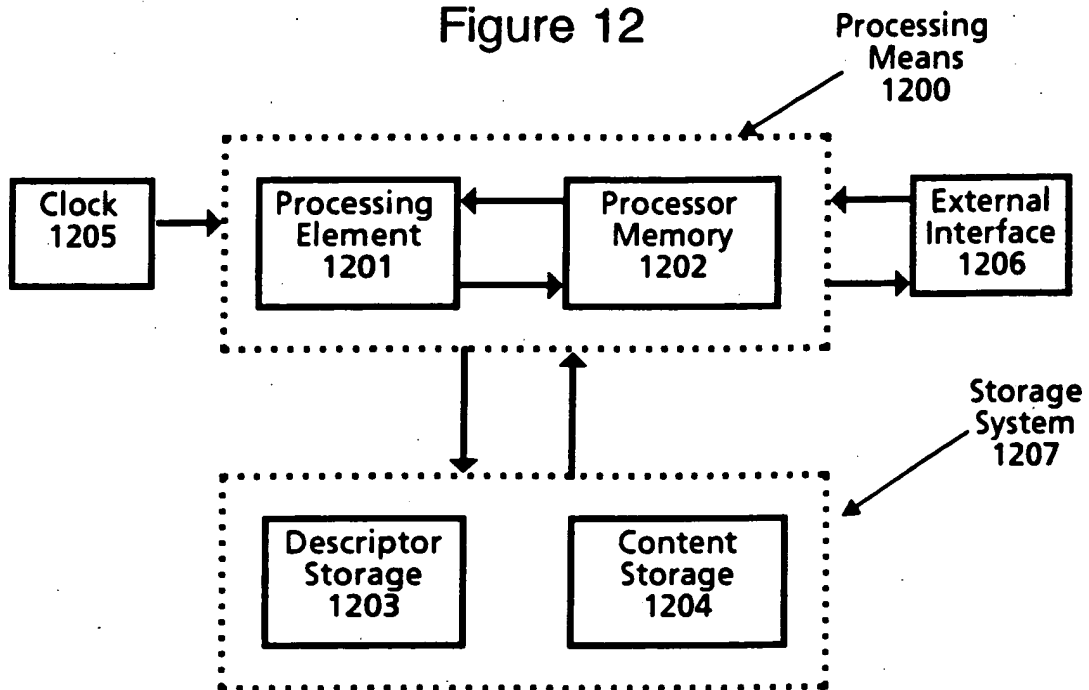
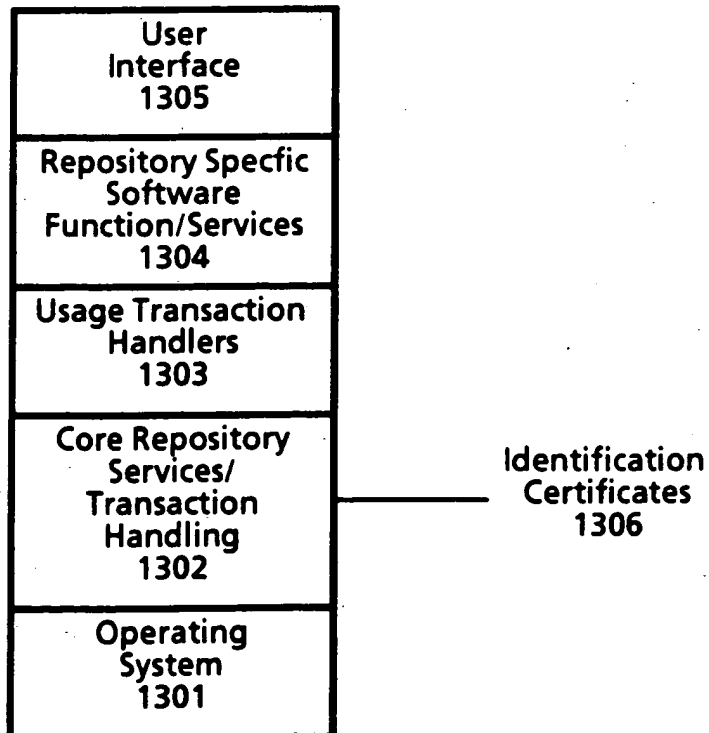


Figure 13





# FIGURE 15

1501 ~ Digital Work Rights := (Rights\*)

1502 ~ Right := (Right-Code {Copy-Count} {Control-Spec} {Time-Spec} {Access-Spec} {Fee-Spec})

1503 ~ Right-Code := Render-Code | Transport-Code | File-Management-Code | Derivative-Works-Code | Configuration-Code

1504 ~ Render-Code := [ Play : {Player: Player-ID} | Print: {Printer: Printer-ID} ]

1505 ~ Transport-Code := [ Copy | Transfer | Loan {Remaining-Rights: Next-Set-of-Rights} ] { (Next-Copy-Rights: Next-Set-of-Rights) }

1506 ~ File-Management-Code := Backup {Back-Up-Copy-Rights: Next-Set-of-Rights} | Restore | Delete | Folder | Directory {Name: Hide-Local | Hide-Remote} {Parts: Hide-Local | Hide-Remote}

1507 ~ Derivative-Works-Code := [ Extract | Embed | Edit {Process: Process-ID} ] {Next-Copy-Rights: Next-Set-of-Rights}

1508 ~ Configuration-Code := Install | Uninstall

1509 ~ Next-Set-of-Rights := { (Add: Set-Of-Rights) } { (Delete: Set-Of-Rights) } { (Replace: Set-Of-Rights) } { (Keep: Set-Of-Rights) }

1510 ~ Copy-Count := (Copies: positive-integer | 0 | Unlimited)

1511 ~ Control-Spec := (Control: {Restrictable | Unrestrictable} {Unchargeable | Chargeable})

1512 ~ Time-Spec := ( {Fixed-Interval | Sliding-Interval | Meter-Time} Until: Expiration-Date)

1513 ~ Fixed-Interval := From: Start-Time

1514 ~ Sliding-Interval := Interval: Use-Duration

1515 ~ Meter-Time := Time-Remaining: Remaining-Use

1516 ~ Access-Spec := { (SC: Security-Class) {Authorization: Authorization-ID\*} {Other-Authorization: Authorization-ID\*} {Ticket: Ticket-ID} }

1517 ~ Fee-Spec := {Scheduled-Discount} Regular-Fee-Spec | Scheduled-Fee-Spec | Markup-Spec

1518 ~ Scheduled-Discount := Scheduled-Discount: (Scheduled-Discount: (Time-Spec Percentage)\*)

1519 ~ Regular-Fee-Spec := { (Fee: | Incentive: ) } [ Per-Use-Spec | Metered-Rate-Spec | Best-Price-Spec | Call-For-Price-Spec ] {Min: Money-Unit Per: Time-Spec} {Max: Money-Unit Per: Time-Spec} To: Account-ID

1520 ~ Per-Use-Spec := Per-Use: Money-unit

1521 ~ Metered-Rate-Spec := Metered: Money-Unit Per: Time-Spec

1522 ~ Best-Price-Spec := Best-Price: Money-unit Max: Money-unit

1523 ~ Call-For-Price-Spec := Call-For-Price

1524 ~ Scheduled-Fee-Spec := (Schedule: (Time-Spec Regular-Fee-Spec)\*)

1525 ~ Markup-Spec := Markup: percentage To: Account-ID

Figure 16

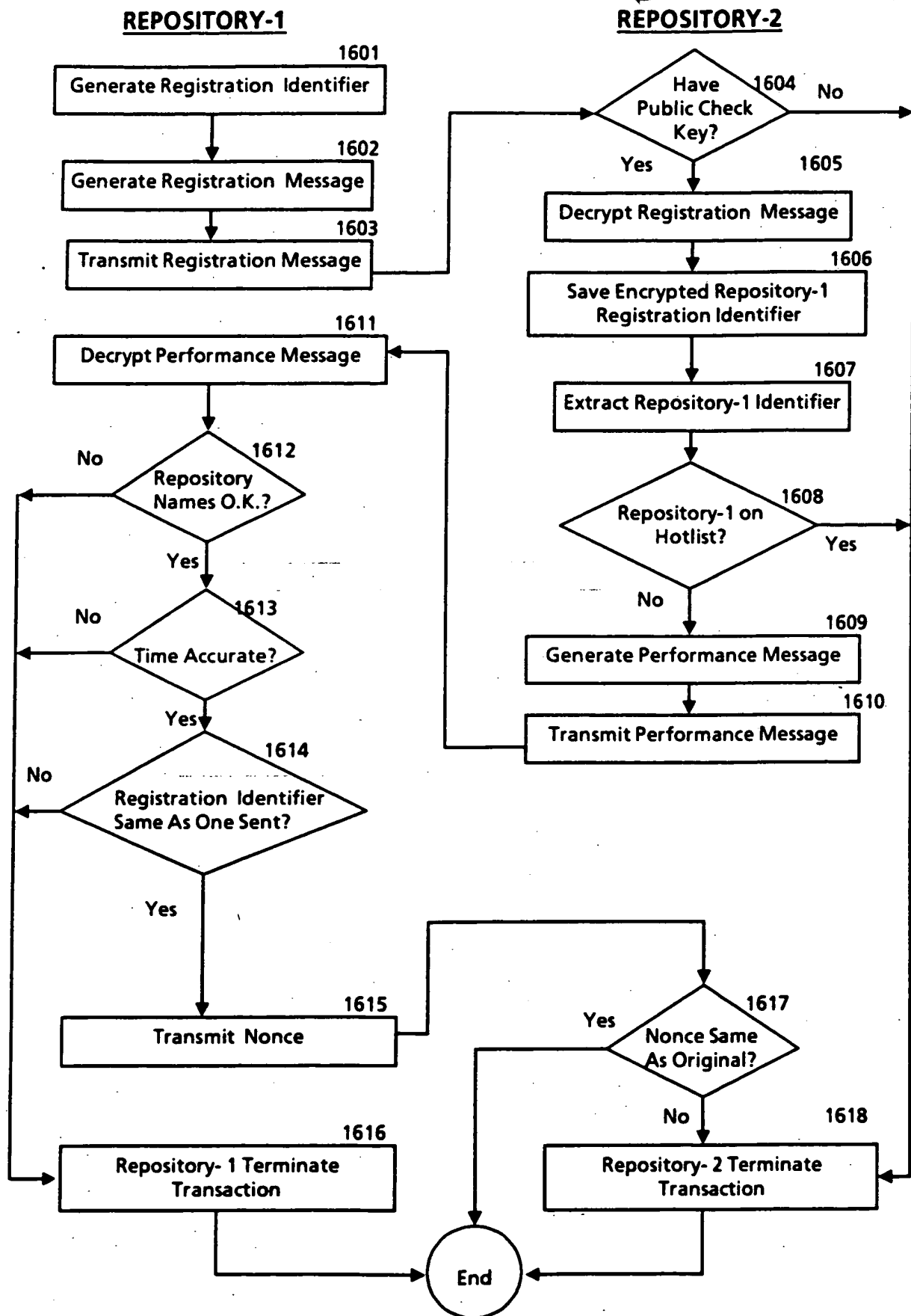
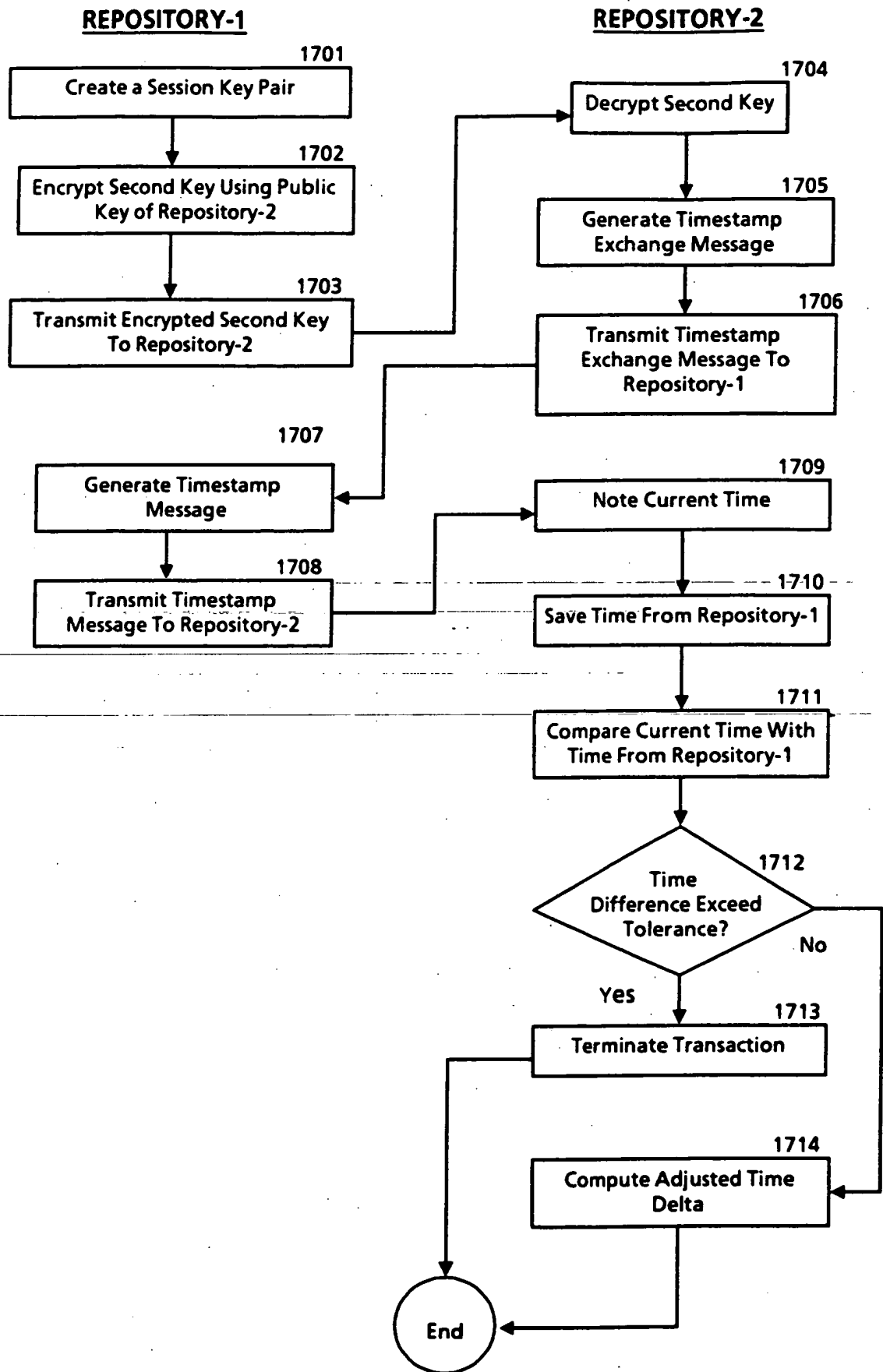


Figure 17



# Figure 18

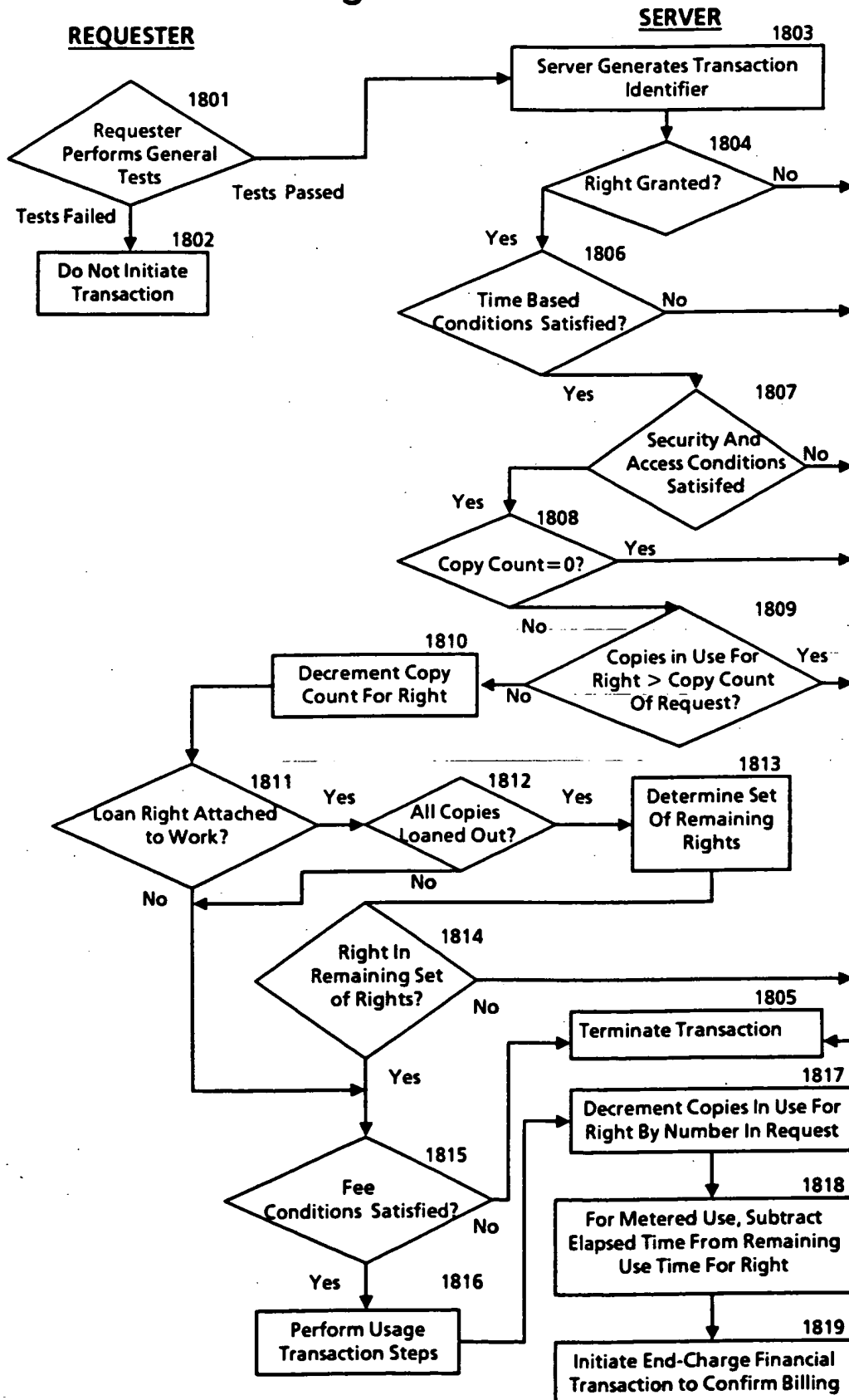
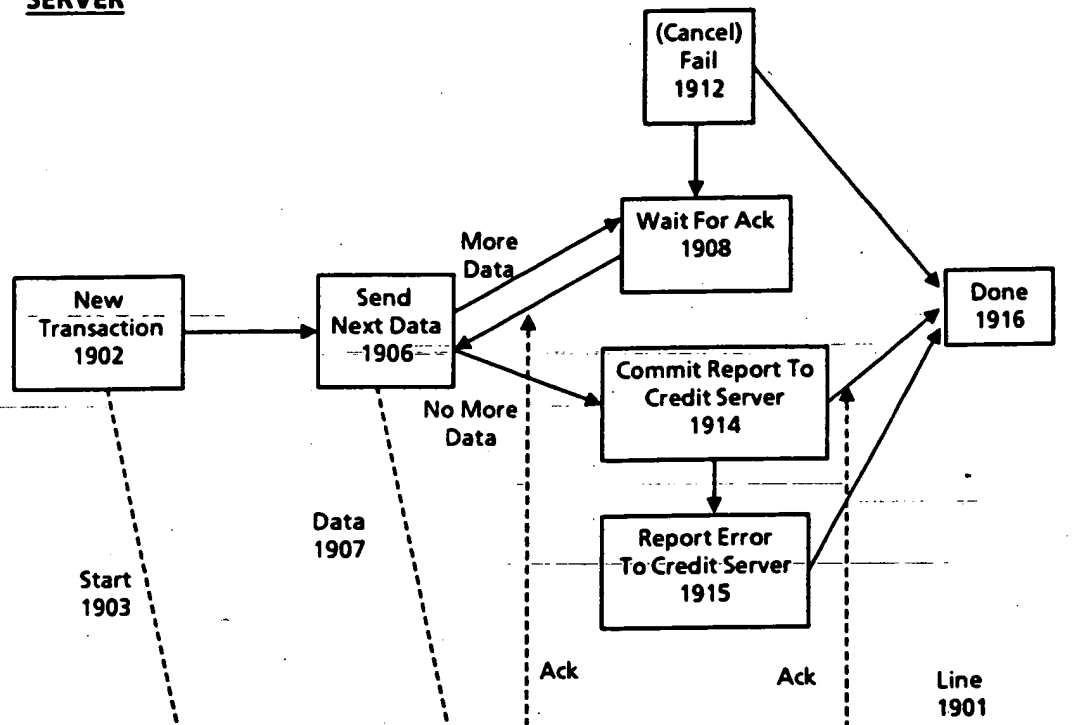


Figure 19

SERVER



CLIENT

